

SEGA™

GENESIS™



STARGATE™

INSTRUCTION
MANUAL

AKkaim
entertainment, inc.



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

EmuMovies



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- The Sega™ Genesis™ Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING

To owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

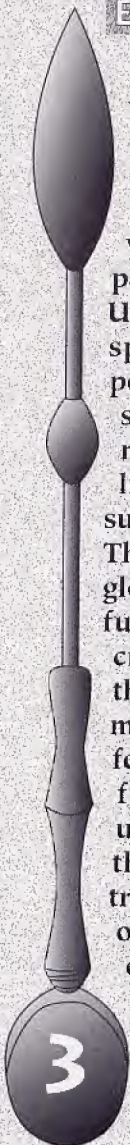
WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENTS

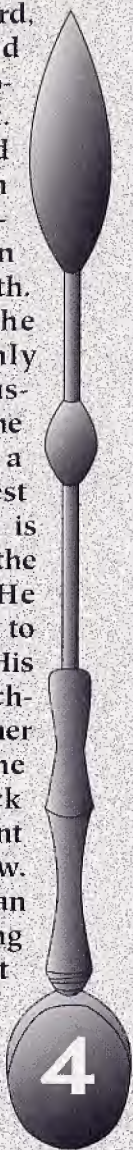
ENTER THE STARGATE™	3
STARGATE™ MOVES	5
WEAPONS	8
GAME FEATURES	10
LEVELS	12
CHARACTERS IN STARGATE™	18





Ancient eras ago, perhaps before time, the last member of a dying race came to Earth in search of new life. This being, Ra, found what he sought in the person of a young boy. He then returned to a parallel planet across the universe. Using the rejuvenating powers of a special sarcophagus, he has kept perpetually young. He needs a constant supply of quartz to power the machinery which gives him eternal life. To ensure this supply, he has subjugated an entire race to his will. Thus indentured, these people struggle in quartz mines under the watchful eyes of Horus guards. These cruel task masters spare no pity for the fate of the enslaved masses they mercilessly exploit to please their feared ruler, Ra. It has been thus for eons, and would continue unchanged for many more but for the sudden strange appearance of travelers from Earth newly capable of using Ra's own Stargate to explore and perhaps unbalance his despotic world. . .

In the 1920's, a Professor Langford, accompanied by his nine year old daughter Catherine, led an archaeological expedition to Giza, Egypt. There, amidst ancient pyramids and strangely misshapen human remains, they uncovered an enormous metal ring, made out of an alloy previously unknown on Earth. The ring was confiscated by the Egyptian government, and only recently released to American custody. 70 years after its discovery, the United States military has taken a strong though unpublicized interest in it. Egyptologist Daniel Jackson is called in to decipher symbols on the tablets that covered the ring. He learns that it is a StarGate, a portal to another world dimensions away! His successful work leads to the launching of a mission probe—to the other side of the known Universe! The mission team, led by Colonel Jack O'Neil, lands in a world no present day Earthling was meant to know. A world ruled by Ra, boy king of an ancient people who share startling similarities with the ancient Egyptians! The mission crew were meant to gather samples then return to Earth, but Colonel O'Neil has another agenda, in the form of a nuclear bomb!



STEP INTO THE STARGATE™

LOADING:

1. Make sure the power switch is OFF.
2. Insert the STARGATE™ game cartridge as described in your SEGA™ GENESIS™ instruction manual.
3. Turn the power switch ON. When the STARGATE™ title screen appears, press the START BUTTON. You will then be presented with three choices: Start Game, Options and Password.



STARGATE™ MOVES

STAND UP/ CLIMB UP/
ENTER DOORWAY

PAUSE GAME

FIRE WEAPON

THROW
GRENADE

CROUCH/ CLIMB
DOWN/ HANG
DOWN

JUMP



5

To begin playing STARGATE™, press the START BUTTON.

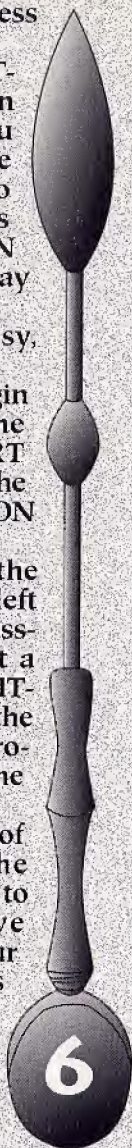
To set play options, use the D-BUTTON to highlight OPTIONS, then press the A, B or C BUTTON. You will then see the Options screen. Use UP or DOWN on the D-BUTTON to highlight the desired option. Press LEFT or RIGHT on the D-BUTTON to get to the desired setting. You may choose from the following options:

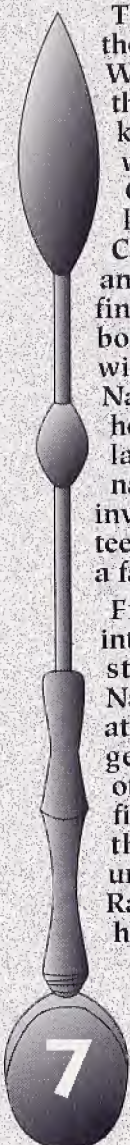
Difficulty: Choose between Easy, Medium and Hard skill levels.

Quit: When you're ready to begin playing STARGATE™, highlight the Quit option and press the START BUTTON. You will then return to the title screen. Press the START BUTTON to begin playing STARGATE™.

If you'd like to be able to save the game and return to it where you left off, you may do so by means of a password. Use the D-BUTTON to select a Password, then press the START BUTTON to confirm your choice. Use the D-BUTTON to move over the hieroglyphs you wish to use, pressing the START BUTTON to choose.

STARGATE™ consists of 3 levels of play. As Colonel Jack O'Neil, the leader of this mission, you must see to it that the nuclear bomb you've brought along secretly as part of your mission does not fall into Ra's vengeful hands. Once he learns what the device is, it is Ra's plan to send the bomb back through the StarGate packed in power-enhancing quartz, and so destroy Earth.





The game begins in the desert where the travelers have set up operations. While on this eerily familiar planet, they'll rely heavily on their radio to keep in touch with each other and to warn and advise their leader, Jack O'Neil. They haven't been there long before a sandstorm separates Colonel O'Neil from Daniel Jackson and the rest of the Marines. He has to find his men in order to retrieve the bomb; and in the process meets up with the people from the Village of Nagada who prove very friendly and helpful in his mission. One of the villagers, an attractive young woman named Sha'uri, becomes romantically involved with Jackson, while a brave teenager called Skaara will prove to be a fast friend to the Earth men.

From their base camp, the action intensifies as O'Neil has to overcome strange enemies in the village of Nagada, otherworldly glider squadron attacks, mysterious catacombs, dangerous open pit mines and many other exciting action levels. He has to fight the relentless Horus guards and the seemingly unbeatable Anubis, until finally O'Neil is forced to fight Ra himself for the future of the entire human race!

WEAPONS:

MACHINE GUN

Your main weapon is a powerful BAR-type machine gun. It has unlimited ammo, so feel free to treat your enemies to a deadly display of maximum velocity ventilation. There are a variety of fire modes you can pick-up throughout STARGATE™ to change or enhance the machine gun's effects.

MACHINE GUN PICKUPS

RAPID FIRE

Just what it sounds like, Jack! Double your rate of fire with this handy collectible, and watch your foes do their Last Dance.



WIDE FIRE

Can you guess what this does? A wider field of fire makes for more effective fighting, and the wider burst from your machine gun that this pick-up delivers will have Anubis howling at the moon!



AMMO STRENGTH

Ammo comes in three different grades, Good, Better and Best, and can be picked up at various locations throughout the game. Good is the default setting, and does the least damage. The Better and Best power ups do respectively more damage to enemies.



GUN COOLANT



It's no secret that machine guns overheat when the trigger remains pressed for too long. When it overheats, it's unusable, leaving you vulnerable. Fire in bursts instead, and look for Gun Coolant pick-ups to retard heat build up. When in use, this pick up makes the Gun Heat Bar appear cooler.

GRENADÉ PICK UPS

STANDARD GRENADES



Standard issue grenade pick ups are located throughout the game. They can be used against all foes

ALIEN GRENADES



This pick up gives you the chance to use the enemy's own weapons against them. These are much more powerful than standard issue grenades, so collect them whenever you can.

Grenades can be used in a wide variety of ways, depending on the foe or obstacle targeted, and the circumstances involved. Below is a brief description of ways O'Neil might use his grenades:

(NOTE: Grenades can only be used when O'Neil is not moving.)

WHEN STANDING

To Throw grenades, press the **C BUTTON**

To High Lob grenades press **UP** on the **D-BUTTON + C BUTTON**

WHEN CROUCHING

To Bowl grenades, press **DOWN** on the **D-BUTTON + C BUTTON**

WHEN HANGING

To Drop grenades, press **DOWN** on the **D-BUTTON + C BUTTON**

WHEN CLIMBING

To Drop grenades, press the **C BUTTON**. Press **LEFT** or **RIGHT** on the **D-BUTTON** to throw left or right.

GAME FEATURES

LCD
PICK UP
PANEL

GUN
HEAT
BAR



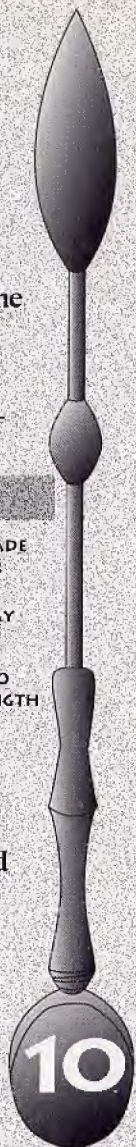
GRENADE
METER

ENERGY
BAR

AMMO
STRENGTH
ICON

ENERGY BAR

Your health appears on screen as an energy bar at the top right. It starts red and becomes increasingly black with each hit, until it turns completely black, at which point you lose a try. Losing a try results in the loss of some pick-ups. Play resumes at the last continue point.



RADIO

The radio is your lifeline. It is always available by pressing the **START BUTTON**. Doing so will freeze the action and bring you to the radio screen, where you will receive mission updates and decide what course of action to follow.

You will get information from Daniel Jackson and others over the radio which alerts you to changing circumstances and mission objectives. You can also see the number of Lives, Continues, Bomb Pieces and StarGate runes you have, as well as get passwords.

PICK UPS

EXTRA LIFE

Collecting this pick up will grant the player an extra life, giving you an added chance to complete your mission.



ENERGY

Collecting this energy pick-up partially restores O'Neil's health.



PASSWORDS

StarGate features a password function which allows you to resume play later. A password is granted at the end of a level and is specific to the completed level.

LEVEL I

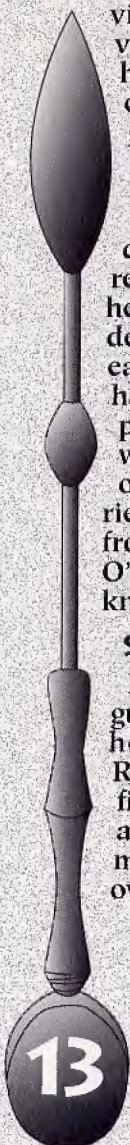
THE DESERT. ...

Following their landing on Abydos, the mission team gets separated in a sandstorm. Colonel O'Neil awakens to find his radio



broken and himself far from basecamp. He sets out in search of his missing command, dodging desert creatures and patrols of Horus guards, the hateful henchmen of Ra. Discovering his basecamp overtaken by Ra's footsoldiers and one Marine fatally overwhelmed, O'Neil learns from a message left on a radio by the fading Marine that Daniel Jackson has been taken off by natives. Grabbing what remaining ammo and supplies he can find, O'Neil shoulders the radio and ventures alone out into the desert on a recon patrol in search of Jackson and the rest of his men. After much wandering, he spots a





village. He battles his way to it. The village of Nagada is inhabited by humans kept in thrall to the whims of Ra by a standing army of imperial guards. O'Neil is delighted to find Jackson is here and not only safe, but something of a cult figure. The natives are very friendly, though desperately oppressed by Ra. O'Neil realizes that he'll need the Nagadans' help to complete his mission on the desert planet. What better way to earn it than by freeing them from the harassment of the Horus guards that patrol Nagada? To do this, O'Neil will have to battle a substantial army of bad guys until they're mere memories. It won't be easy, but with help from his trusty operational radio, O'Neil will have the advantage of knowing which direction to go in.

SHIFTING SANDS

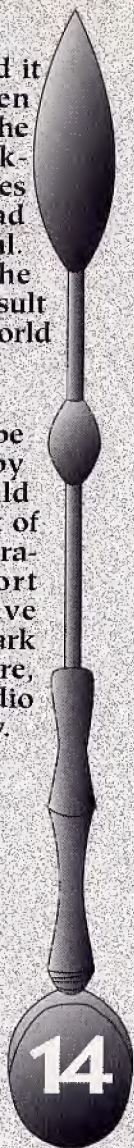
Having dispatched a host of Horus guards, O'Neil is ready to relax when he gets an urgent radio message: RETURN TO BASE CAMP ASAP! He'll find the way cluttered with more menacing Horus guards, and again he must use his wits to confront and overcome them.

BASE CAMP

O'Neil arrives back at camp to find it in disarray. The location has been spotted by the Horus guards, and the area is swarming with the hawk-headed hard guys. His radio crackles with desperate messages that plead for help or point the way to survival. If O'Neil manages to overcome the many intruders, he'll be able to consult with Jackson and better know the world where Ra rules.

CATACOMBS

One of the scattered Marines may be within the dank catacombs nearby which, when penetrated, may yield clues vital to the mission. The heart of the catacombs hide keys to Ra's pyramid, perhaps even the Teleport Medallion that the Nagadans have hinted about. The catacombs are dark and twisting. It's easy to get lost here, so listen to your Commlink for radio messages to help O'Neil find his way.





LEVEL II

WHAT'S MINE IS HORUS'

You've gotten quite a ways, haven't you? Yet so much remains to be done! The truth lies in a quartz mine not far from your camp. This is the romper ride of a lifetime—if you live through it! Descending into the depths of the alien quartz mine, O'Neil finds himself leaping from hook to hook as he careens downward, kicking his enemies, and sometimes hanging on for dear life! He'll be looking out for narrow passageways. This is hard work!

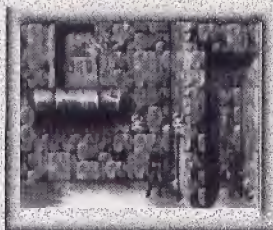
CATACOMBS II

This time the radio rasps a dreadful message: Ra has struck! Base camp is destroyed, and Ra has taken and scattered the bomb, and made off with the both Sha'uri and Daniel! O'Neil returns to the catacombs in search of the elusive Ra, fighting off gangs of guards and using their captured weapons to shoot up foes and the walls, where he may find useful pick ups. When O'Neil finds a piece of the bomb, it will appear on his Communications screen. He must collect all the pieces for a successful mission, so always be on the lookout for them.

SPACESHIP

O'Neil is eager to free Daniel and Sha'uri, and sets off for Ra's spaceship where they are being held prisoner. If he can free them, he may be able to breach

the arsenal and gather weapons which he can distribute to the fledgling Nagadan rebel move-



ment which awaits him in the desert. But he's up against the elite guards of Ra's pyramid, and they guard their master and his prisoners with their lives!

RETURN TO NAGADA

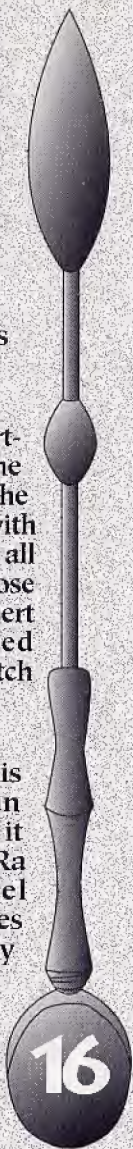
The mission is now focused on supporting the resistance movement among the people of Nagada. If O'Neil can gain the loyalty of the village elders, wise men with great sway over the villagers, it will be all the more possible to overcome Ra, whose glider forces are now terrorizing the desert community. Even the sophisticated weapons of the Horus guards are no match for the gliders.

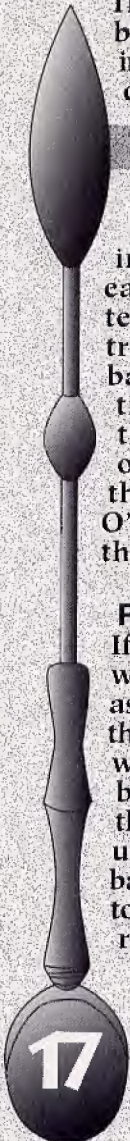
SABOTAGE!

O'Neil learns that Ra's glider force is based inside the spaceship. If he can sabotage the doors of the glider bays, it will cripple Ra's air attack, leaving Ra vulnerable to the Nagadan's rebel forces. Otherwise, O'Neil and his forces face a tough time against these deadly precision flyers!

CATACOMBS III

O'Neil finds that one of his Marines is trapped in the catacombs, and doesn't hesitate to return to this eerie place which has caused him such trouble.





Through the twists and turns, O'Neil is bent on finding his comrade and restoring him to duty, but on Abydos nothing's quite as easy as he hopes it will be.

LEVEL III

THE ASSAULT BEGINS

The time has come to attack Ra in his pyramid! The Nagadans are eager to overthrow their cruel master, and the brave but untried troops throw themselves into the battle with a fury born of desperation. O'Neil leads them against the pyramid, while the remnants of Ra's glider forces harass from the air. It's a vicious onslaught as O'Neil and his band battle towards the pyramid's inner recesses!

FREE DANIEL AND SHA'URI

If the mission is to succeed, O'Neil will need Jackson's expertise to assemble the final StarGate address that will allow the crew to find their way back to Earth. As the drama builds in intensity, O'Neil discovers that Daniel and Sha'uri are again unwilling guests of Ra. If that means battling Ra himself, O'Neil will have to risk it—even if the future of Earth rests in the balance!

CHARACTERS

COLONEL JACK O' NEIL

Resourceful leader of the mission to Abydos, O' Neil has the technical know-how and fighting ability that must be enough to bring his mission to a successful conclusion—or bring doom to the Earth!



DANIEL JACKSON

A scholar of ancient languages, Daniel Jackson's ability to read hieroglyphs holds the key to the StarGate, and hence to the mission. His fluency in ancient Egyptian helps him understand and communicate with the Nagadans—and to fall in love with one of them.



MARINES

A hand-chosen team of the toughest leather-necks in the USA, this fighting unit does more with a few men than some armies can with a division.



LOCALS/NAGADANS

The people of Nagada are oddly similar to those of ancient Egypt. They are an enslaved people who are ready for an opportunity to break free—an opportunity that O'Neil, Jackson and the rest of the mission team will be struggling to provide.

RA

The absolute ruler of Abydos and perhaps beyond, Ra reigns over the people of Nagada from his pyramid/ space-ship in the desert. An ageless and brutal tyrant, Ra is perhaps as ancient as the sands. His power is immense, and has never been challenged. Until now. . .



HORUS

There seem to be no shortage of Ra's loyal and ruthless servant soldiers. Highly schooled in the art of combat, and bearing advanced weapons unknown on Earth, these creatures are formidable foes.



ANUBIS

This being with the visage of a jackal is Ra's general. He is the most hated being on Abydos, and the deadliest mortal. To fear him is natural. To face him is to tempt fate.



SHA'URI

A beautiful young woman who is offered in marriage to Jackson by village elders who believe him a god, Sha'uri comes to love and understand Jackson as no one has before. Her beauty is surpassed only by her bravery.



SKAARA

A young Nagadan teenager who befriends a reluctant O'Neil, Skaara's friendship will prove vital to the success of the mission—and to the grudging heart of Colonel O'Neil.



STARGATE™

**ENGAGE THE ENEMY WITH
STARGATE™ ACTION FIGURES AND
ACCESSORIES!**



4 1/2" ACTION FIGURES WITH SHOOTING WEAPONS!

Look for the
MASTADGE™
with shooting
catapult launcher!

Also available -
The **ALL-TER-
RAIN CRUISER**
™ with shooting
alien blaster!



**WINGED GLIDER™
WITH 4 SHOOTING
LASER CANNONS!**

HASBRO TOY
A DIVISION OF HASBRO, INC.

Ages: 5 & Up Product and colors may vary. **Caution:** Do not aim weapons at eyes or face.
© 1994 Hasbro, Inc. All Rights Reserved. STARGATE™ TM & © 1994 Le Studio Canal+ (U.S.). All
Rights Reserved. TM designates a trademark of Le Studio Canal+ (U.S.).

**AVAILABLE WHILE
SUPPLIES LAST!**

Not sponsored by SEGA™

Acclaim Entertainment, Inc. LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs / Service After Expiration of Warranty - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Dept. (516) 624-9300

Marketed by Acclaim. Distributed by Acclaim Distribution, Inc.

71 Audrey Avenue, Oyster Bay, New York 11771

STARGATE™ TM & © 1994 Le Studio Canal+ (U.S.). All Rights Reserved. TM designates a trademark of Le Studio Canal+ (U.S.) Developed by Probe Software Ltd. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved. Spider-Man® and all other Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. ©1994 Marvel Entertainment Group, Inc. All rights reserved.

PATENTS: U.S. #s 4,442,486/4,454,594/ 4,462,076; Europe # 80244; Canada #'s 1,183,276/1,002,351; Hong Kong # 88-4302; Germany # 2,609, 826; Singapore # 88-155; U.K. # 1,535,999; France # 1,607,029; Japan # 1,632,396.

LOOK
FOR

MARVEL
COMICS



SPIDER-MAN

GENESIS

Acclaim
entertainment, inc.

FOR INFORMATION ABOUT ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. PRINTED IN THE U.S.A.
MARKETED BY ACCLAIM. DISTRIBUTED BY ACCLAIM DISTRIBUTION, INC., 71 AUDREY AVENUE, OYSTER BAY, NY 11771
PATENTS: U.S. #'s 4,442,486/4,454,594/ 4,462,076; Europe # 80244; Canada #'s 1,183,276/1,082,351; Hong Kong # 08-4302;
Germany # 2,609, 826; Singapore # 88-155; U.K. # 1,535,990; France # 1,697,029; Japan # 1,632,306.